

ABSTRACT

Game information for causing an apparatus similar to a computer to function, the apparatus connected to an input system, the input system comprising: a tablet using an electromagnetic induction method; and a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object, so that, when the formed object is placed on the tablet, the apparatus obtains from the input system a placed position and direction on the tablet, and identification information on the formed object, wherein the apparatus is caused to function as: a change detecting unit for detecting a change of the placed position and the direction obtained from the input system; a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object; a character control unit for disposing the character, imitating the figure of the formed object placed on the tablet, in a game space according to the character

information selected by the selecting unit, and for controlling motion and movement of the character according to the change detected by the change detecting unit; and an image generating unit for generating an image in the game space including the character controlled by the character control unit.